VideoBrain™

Home Computer Cartridge Program Instructions

Entertainment

Tennis
EN03

For best results, read this brochure before using cartridge

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Tennis

Entertainment Cartridge

- For adults and children aged 8 and over.
- Variations for 2 to 4 players.

FOR BEST RESULTS READ THIS BOOKLET
BEFORE USING CARTRIDGE

P/N 741-0008
Cartridge #EN03

Introduction

Anyone for—you got it!—tennis on the VideoBrain! This action-packed game exercises your reflexes and gives you countless hours of competitive fun.

VideoBrain tennis players swing their rackets, spectators swivel their heads to watch the ball, and the ballboy scampers down the screen to supply fresh balls before every serve.

You can play with one friend or in teams of two . . . and there's an intriguing list of game options to add to the fun. You'll use the joysticks (for four players you'll need two additional joysticks, available from your VideoBrain retailer). The levers control your players' swings and positions—the hit button sends your serves flying.

So all you have to worry about now is keeping your eye on the screen—and getting tennis **knuckle**!

Inserting the Cartridge

1. Make sure your VideoBrain Computer is attached to your TV as described in the Owner's Manual. Check that power is on.

2. Push the cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.

3. With the label facing up, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.

4. Gently push the cartridge door down into the computer until it locks.

5. Push the MASTER CONTROL button. The title of the cartridge should appear on your TV for two seconds.

Operating the Program

After two seconds the title display on your TV Screen will change to let you key in the number of the game you want to play. The game variables (explained in the chart on pages 8-9) add up to 96 different ways to play computer tennis for two or four players.

Once you've consulted the chart and chosen a challenging game, type in the numeric keys on your VideoBrain keyboard that correspond with the number of the game you want to play. Press the RUN/STOP key and that game will begin.

When you have finished a set, you can repeat the same game variation by keying RUN/STOP. To select a new game variation when you've just finished a set, key NEXT; TO INTERRUPT A GAME press the MASTER CONTROL key and the cartridge will begin again.

Mastering the Joysticks and Hit Button

For two players, plug the joysticks into socket 1 (for player on the left) and socket 2 (for player on the right).

For four players, you'll need two additional joysticks* plugged into sockets 3 and 4.

When four people play, sockets 1 and 2 control the backcourt players on the left and right sides, sockets 3 and 4 control the forecourt players to the left and right respectively; i.e., team 1 would play with joysticks plugged into sockets 1 and 3, team 2 with joysticks plugged into 2 and 4. To change court positions with your partner simply exchange joysticks.

Before you serve in your first game, be sure to calibrate your joystick by pushing it all the way forward and then sweeping it in a 360° circle.

* Additional joysticks can be purchased at the store where you bought your VideoBrain. Or write us and we will send you the name of your nearest retailer.

Hold the joystick with coiled cord *toward* you and the hit button on the left side of the end away from you.

TO MOVE YOUR PLAYER	MOVE JOYSTICK LEVER
up the screen	away from you
down the screen	toward you
left*	left
right*	right

* Rushing variations only.

You'll use the hit button only when serving balls. It is not necessary to press it every time you want to hit the ball.

Basic Game and Scoring Procedure

VideoBrain Tennis is played on a court with rules similar to "real" tennis. You'll even be watched by a crowd of spectators who view the action from above the score board at the top of the screen.

The court is divided by a net, with players standing on either side. The object is to hit the ball over the net one more time than the opponent can hit it back. When one side misses the ball the other side receives a point.

TO SERVE, line your player up in back of the ball, after the ball boy drops it off, and press the hit button. Be careful not to move the joystick lever as you hit the button or you will miss your serve! On the fourth hit after the serve, the ball speeds up. One team serves until either side scores a total of 4 points.

Scoring

After play starts, each team's score appears as two digits above its side of the court. The right-hand digit says how many points have been won in the current game. The left hand digit shows how many games the team has won in the set. For example, if the scoreboard shows 4 2 for Team 1 and 2 3 for Team 2, it means that Team 1 has won 4 games and Team 2 has won 2 games in the set. Team 2 would be leading 3 points to 2 in the current game.

Four points win a game and the serve goes to the opposite team for every new game. Winning set scores are as follows:

6 to 4 or less

7 to 5

7 to 6

Six to five is not a winning set score and at least one more game must be played. The final set score will be displayed in a score screen identifying the winner and playing the winning team's tune. (Each team has its own song.)

Game Features

Try the basic game first (Game Zero) to get used to it before you try each of the following game features. Later you can try your own combinations of the features on the next page:

Fast Ball
Ball speed increases to a super-challenging pace. It speeds up even further after 4 hits. (Example: Game 1.)

Bounceback
On your first hit you bounce the ball off the net. Then watch out—you have to hit it a second time to make it go over the net! (Example: Game 2.)

Curveball
Every time you hit the ball you put "English" on it. Your opponent runs for it, gets in perfect position . . . and the ball goes right by him. (Example: Game 4.)

Fast Players (Team 1 or Team 2)
Speed up the ball as it leaves either or both players for an extra challenge. Be careful—handicapping may backfire on you in the Bounceback game! (Examples: Games 8, 16, and 24.)

Rush
Gives you the option of rushing the net—moving forwards and backwards as well as up and down across the screen. (Example: Game 64.)

Four Players
With two extra joysticks and two more friends, you can play exciting doubles games. Players are not allowed to rush the net in the four player version. (Example: Game 64.)

Chart of all Game Possibilities

To tailor-make your own game, find the features or combination of features you want in a column at the top of the chart and row at the left margin. Your unique game number is given at the intersection of the column and row.

	Two Player Games			
	Basic Game	Fast Team 1	Fast Team 2	Both Fast
Basic Game	0	8	16	24
Features				
F-Fast	1	9	17	25
B-Bounceback	2	10	18	26
C-Curveball	4	12	20	28
Feature Combinations				
F + B	3	11	19	27
F + C	5	13	21	29
B + C	6	14	22	30
F + B + C	7	15	23	31

Two Player Rushing				Four Player Games			
Basic Game	Fast Team 1	Fast Team 2	Both Fast	Basic Game	Fast Team 1	Fast Team 2	Both Fast
64	72	80	88	32	40	48	56
65	73	81	89	33	41	49	57
66	74	82	90	34	42	50	58
68	76	84	92	36	44	52	60
67	75	83	91	35	43	51	59
69	77	85	93	37	45	53	61
70	78	86	94	38	46	54	62
71	79	87	95	39	47	55	63

Tennis is just one of many exciting VideoBrain cartridges brought to you by the VideoBrain Computer Company. We suggest you try all the VideoBrain Cartridges to help you around the home, educate your children and entertain the whole family.

Money Management

APL/S The Computational Language
VB-81 Financier™
VB-1000 Money Minder
VB-1200 Information Manager

Communications

CM01 Timeshare

Education

ED01 Music Teacher 1
ED02 Math Tutor 1
ED03 Wordwise™ 1
ED04 Wordwise™ 2
ED05 VideoArtist™
ED06 Lemonade Stand—A Business Simulation
ED07 Musicianship 1
ED09 Historical Simulation—France in the Old Regime

Entertainment

EN01 Gladiator
EN02 Pinball
EN03 Tennis
EN04 Checkers
EN05 Blackjack
EN06 Vice Versa™
EN10 Computer Life

Limited 90-Day Warranty on Cartridges:

For 90 days from the date of purchase, VideoBrain Computer Company will repair any defect in material or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge postpaid, with sales receipt showing date of purchase, to the VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer Company be liable for any special, incidental or consequential damages resulting from use or possession of the VideoBrain or its accessories. However, some states do not allow the exclusion or limitation of incidental or consequential damages, so that the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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